AMENDMENTS TO THE CLAIMS

1.   (Currently Amended) A method of obtaining and presenting multimedia content, comprising the following steps:

storing multiple media streams at a network server corresponding to the multimedia content, the multiple media streams including streams corresponding to at least first and second media types, the media streams of the first type having different timelines, and the media streams of the second type having different timelines, being of varying quality, and requiring varying bandwidth, wherein media types of the first and second types can be rendered in combination to produce multimedia content;

selecting the multimedia content that is available from the network server to be rendered at a network client;

accepting a speed designation at the network client from a human user independently of the selecting step;

determining available bandwidth from the network server to the network client;

composing a composite media stream that represents the multimedia content,by

selecting one of the media streams of the first type with a timeline that accords with the speed designation, wherein said selected one of the media streams of the first type consumes part of the available bandwidth; and

selecting one of the media streams of the second type that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the selected one of the media streams of the first type;

streaming the a composite media stream from thea network server, the composite media stream representing the selected multimedia content;

rendering the composite media stream as it is streamed to produce the multimedia content at the network client; and

varying the speed of the multimedia content depending on the speed designation

from the human user.

2.   (Previously Presented) A method as recited in claim 1, wherein:

the composite media stream has a timeline;

the step of varying the speed of the multimedia content is performed by altering

the timeline of the composite media stream at the network server before

streaming the composite media stream.

3.   (Canceled)

4.   (Original) A computer-readable storage medium containing a program for

streaming multimedia content to a network client, the program having instructions that

are executable by a network server to perform steps comprising:

receiving a speed designation for playback of the multimedia content at a

network client;

composing a composite media stream that represents the multimedia content,

the composite media stream having a timeline that is modified in

accordance with the speed designation;

streaming the timeline-modified composite media stream from the network server

to the network client.

5.   (Currently Amended) A computer-readable storage medium as recited in

claim 4, further comprising:

storing multiple media streams at the network server corresponding to the

multimedia content, said multiple media streams having different timelines

that are modified by different degrees and including streams

corresponding to at least first and second media types, wherein media

types of the first and second types can be rendered in combination to produce the multimedia content;

the step of composing a composite media stream comprising a step of selecting those stored media streams of the first and second types that have modified timelines ~~most closely~~ according with the speed designation.

6.   (Currently Amended) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing multiple media streams at the network server corresponding to the multimedia content, the multiple media streams including streams corresponding to at least first and second media types, wherein media types of the first and second types can be rendered in combination to produce the multimedia content;

the media streams of the first type having <u>different</u> timelines ~~that are modified by different degrees~~;

the media streams of the second type being of varying quality and requiring varying bandwidth;

wherein the composing step comprises:

selecting one of the media streams of the first type that ~~most closely~~ accords with the speed designation, wherein said selected one of the media streams of the first type consumes part of the available bandwidth;

selecting one of the media streams of the second type that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the selected one of the media streams of the first type.

7.   (Currently Amended) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing a plurality of audio streams representing the multimedia content, the audio streams having different timelines that are modified by different degrees;

storing a plurality of video streams representing the multimedia content, the video streams being of varying quality and requiring varying bandwidth;

wherein one of the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises:

selecting one of the audio streams having a timeline that most closely accords with the speed designation, wherein said selected audio stream consumes part of the available bandwidth;

selecting one of the video streams that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the selected audio stream.

8.   (Original) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing an audio stream representing the multimedia content;

storing a plurality of video streams representing the multimedia content, the video streams being of varying quality and requiring varying bandwidth;

wherein the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises selecting one of the video streams that requires no more bandwidth than the difference between the available

bandwidth and the bandwidth consumed by the audio stream when streamed at a rate that is proportional to the speed designation.

9.   (Original) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing an audio stream representing the multimedia content;

storing a plurality of video streams representing the multimedia content, the video streams having different timelines and requiring varying bandwidth;

wherein the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises selecting one of the video streams that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the audio stream when streamed at a rate that is proportional to the speed designation.

10.   (Previously Presented) A method of obtaining and presenting multimedia content, the method comprising:

selecting multimedia content that is available from a network server, the multimedia content having first and second types of media content;

accepting a speed designation for playback of the multimedia content at a network client;

determining available bandwidth from the network server to the network client;

streaming a first individual media stream from the network server to the network client at a rate that is proportional to the speed designation, the first individual media stream representing the first type of media content and consuming part of the available bandwidth;

selecting a second individual media stream that represents the second type of media content, the second individual media stream being selected to have

a quality that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the first individual media stream;

streaming the second individual media stream from the network server to the network client;

modifying the timeline of the first individual media stream at the network client in accordance with the speed designation;

rendering the first and second individual media streams at the network client.

11.   (Original) A method as recited in claim 10, wherein the first individual media stream is an audio stream and the second individual media stream is a video stream.

12.   (Previously Presented) A method as recited in claim 10, further comprising a further step of modifying the timeline of the second individual media stream in accordance with the speed designation before it is streamed to the network client.

13.   (Previously Presented) A method as recited in claim 1, wherein the streaming comprises streaming the composite media stream from the network server at a rate that depends on the speed designation.

14.   (Previously Presented) A method as recited in claim 1, wherein the streaming comprises streaming the composite media stream from the network server at a rate that is proportional to the speed designation.

15.   (Previously Presented) A method as recited in claim 1, wherein the varying comprises:

> receiving, from the network server, a composite media stream having a timeline that had been altered;

> further modifying, at the network client, the timeline of the received composite media stream.

16.   (Previously Presented) A method as recited in claim 15, wherein the composite media stream had its timeline altered at the network server in response to the speed designation accepted at the network client.

17.   (Previously Presented) A method as recited in claim 1, further comprising:

> presenting multiple play buttons in a graphical user interface at the network client, the multiple play buttons being associated with different playback speeds of the multimedia content;

> enabling the human user to select one of the play buttons;

> using, as the speed designation, a playback speed associated with the selected play button.

18.   (Previously Presented) A method as recited in claim 1, further comprising:

> presenting a play button in a graphical user interface at the network client;

> presenting, in the graphical user interface, a scale mechanism with a range of playback speeds and a movable slider that is movable over the range of playback speeds;

> enabling the human user to move the slider to a playback speed within the range;

> using, as the speed designation, a playback speed referenced by the slider.

19.   (Previously Presented) A method as recited in claim 1, further comprising:

> presenting a play button in a graphical user interface at the network client;

presenting, in the graphical user interface, a menu associated with the play

button, the menu listing multiple playback speeds from which the human

user can select;

enabling the human user to select a playback speed from the menu; and

using, as the speed designation, a playback speed selected from the menu.

20.   (Previously Presented) A computer-readable storage medium as recited in claim 4, wherein the streaming comprises streaming the timeline-modified composite media stream from the network server to the network client at a rate that depends on the received speed designation.

21.   (Previously Presented) A computer-readable storage medium as recited in claim 4, wherein the streaming comprises streaming the timeline-modified composite media stream from the network server to the network client at a rate that is proportional to the received speed designation.

22.   (Previously Presented) A method as recited in claim 10, wherein streaming the second individual media stream from the network server to the network client comprises streaming the second individual media stream from the network server to the network client at a rate that is proportional to the speed designation.

23.   (Previously Presented) A method as recited in claim 10, wherein the accepting comprises accepting the speed designation input by a user of the network client by way of a graphical user interface at the network client.

24.   (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has multiple play buttons associated with different speed designations.

25.   (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has a scale mechanism with a movable slider that is movable over a range of speed designations to enable the user to position the slider and select a speed designation.

26.   (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has a play button and a menu associated with the play button, the menu listing multiple speed designations from which the user can select.